

TUSSENTENNER



BIG BAD

004



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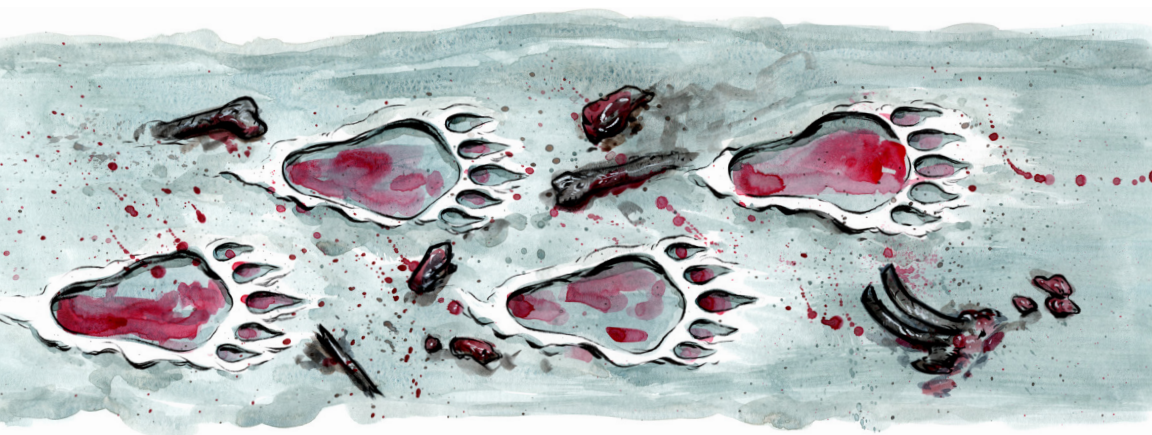
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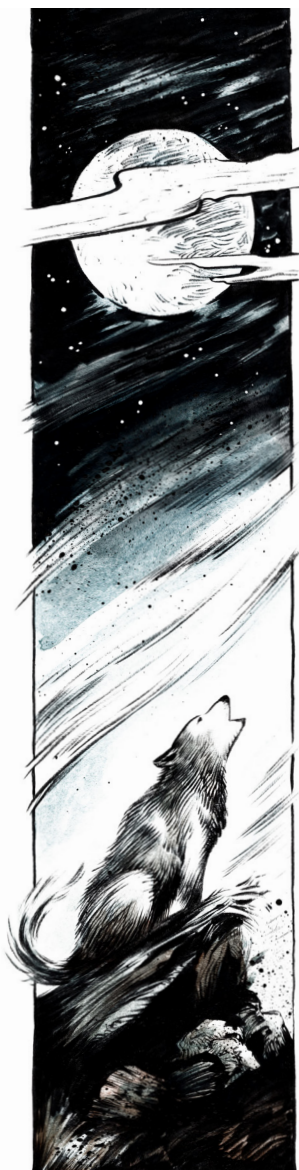


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THE HILLS HAVE TEETH!

Who's afraid of the dumb hill brute?

No, not man, with minds so astute.

Stomping, clomping, clumsy and loud

By simple beasts we won't be cowed.

But heed the tale: "Hill Dwarf" forsworn

From his rage was "Thousand Teeth" born.

Stalking hillsides, hunting his kin

Beware the wolf in giant's skin!

COMPOSITION DISCOVERED ON THE CRUSHED BODY OF TALIA ROUSE,
GIANT-OBSESSED BARD

TESSENTENNER, LYCANTHROPIC HILL GIANT

On a densely wooded stretch of hills, atop the bones of a massacred hill giant village, Jarl Tussentenner rules over a growing tribe of lycanthropes. Though giants are normally immune to the disease, Tussentenner is a hill giant plagued with lycanthropy. Consumed by hatred and hunger, Tussentenner has become a legend among shapechangers, a bane to other giants, and a fearsome foe for anyone foolish enough to offend him.

Dire Circumstances. Before he was jarl of his own tribe, Tussentenner had another name: Haugdverg. In Giant, this name means "hill dwarf," a grave insult to any giant, given that their social standing is synonymous with their size. No matter how much he ate, Haugdverg remained slim by hill giant standards and thus was the constant target of scorn. Pushed to the limit by ceaseless ridicule, Haugdverg decided if he couldn't earn the respect of his tribe with his girth, he would instead seize leadership by killing his brother Rutor, jarl of the hill giant tribe, and ensure no one ever mocked him again.

In the dead of night, while Rutor lay sleeping, Haugdverg attacked. The assassination might have been successful had the smaller giant not made such a racket or attacked while the rest of the tribe was nearby. Swiftly awoken by Haugdverg's clumsy, ill-devised plan, Rutor easily overcame his younger brother, more amused than angered by the sad attempt.

As punishment for crimes against his kin, Haugdverg was exiled from the tribe with a chorus of laughter and jeers bidding him good riddance. They also imposed a hunting ban on him, further stoking his burning hatred for his fellow hill giants. "After all," they mocked as they sent him away empty-handed, "Haugdverg must keep his trim figure."

Knowing nothing but hunting yet restricted by the ban, a hungry Haugdverg resorted to eating whatever plants he could get his hands on, inevitably poisoning himself when he accidentally consumed a violet fungus. Alone and weakened, the vulnerable hill giant found himself under attack by a dire wolf. Beneath the full moon, the wolf and the giant struggled, each sustaining grievous injuries. Haugdverg managed to outlast the beast by squeezing into a narrow crevice which would have been too small for a regular hill giant, then blocking the way with a boulder and waiting until the dire wolf bled to death. Near death himself, the hill giant decided to indulge in one last meal and subsequently consumed the dire wolf's corpse. He assumed the blackness that came upon him next was the cold welcome of death.



Days later, Haugdverg was shocked to awaken and discover he had survived and contracted lycanthropy. In the weeks that followed, driven by an insatiable hunger and imbued with superior senses, he ignored the hunting ban, killing and eating any creature he could get his claws on. Rumors of a giant werewolf quickly spread through the region, drawing other lycanthropes to Haugdverg's side. He introduced himself to these new followers as Tussentenner, loosely translated as "thousand teeth" in Giant, shedding the name used to humiliate him through the years.

Hungry for revenge and knowing his old tribe would come for him eventually for breaking the hunting ban, Tussentenner seized the initiative. He took his makeshift band of shapechangers and launched a full-scale assault on his old tribe. In the bloody aftermath of the slaughter of the hill giants, Tussentenner feasted on the flesh of Rutor and gave himself the title of jarl, self-appointed leader of a rabble of shapechangers which came to be known as the "Tussenstomm."

Hatred for His Kin. Jarl Tussentenner is motivated by his hatred of giants—especially hill giants. Whenever he gets word of a giant passing through his territory, Tussentenner leads a hunting pack to dispatch the interloper. He's happy to have the help of his tribe when wearing down a giant but insists on striking the final blow.

Unleashed Animals. Despite his self-proclaimed title, Jarl Tussentenner does very little to govern his Tussenstomm. With local humanoid settlements terrified by his very existence, Tussentenner has created a safe place for lycanthropes to gather and hunt. This is by coincidence, though, rather than by design. He offers little to his tribe and asks for even less in return. So long as they keep him well fed, assault giants with him whenever he orders, and show him proper recognition, he doesn't intervene in their affairs.

As a result, feuds have begun to break out between his followers, and the shapechangers are growing bolder, running wild and pushing into neighboring territories.

If the jarl doesn't rein his tribe in soon and take an active role in leadership, the trouble his Tussenstomm causes could bring danger to his door.





ROLEPLAYING THE BOSS

Tussentenner is a simple creature, incapable of creating complex plans or exercising guile. His day-to-day routine consists primarily of eating, lying around until he falls asleep, then eating again. Few things rouse him to action, but he always responds to perceived disrespect—especially regarding his size—and the presence of giants.

Jarl Tussentenner is full of self-doubt that would be pitiable in a creature less prone to explosive violence. Comments insinuating that he is smaller than he ought to be, or smaller than other giants, are particularly enraging for the jarl. When he believes he has been disrespected, his first instinct is to mimic the behavior of his hill giant tormentors by bullying and intimidating the creatures who disrespect him. This almost always escalates into violence. When so provoked, Tussentenner goes far beyond exacting retribution for the disrespect—the insolent creature's companions, allies, and even nearby unaffiliated parties are likely to get caught up in the jarl's juvenile rage.

If Tussentenner ever felt he was losing his control of his Tussenstomm, he would be similarly motivated by feelings of inadequacy. Rather than directing his rage toward his fellow shapechangers, he would lead them on violent raids, destroying entire settlements, then feast on the fallen. With a lifetime of rejection prior to contracting lycanthropy, Jarl Tussentenner depends on the deference of his tribe to prop up his fragile ego.

When the jarl becomes aware of a fellow giant in the vicinity, he sees an opportunity to exact further revenge on his kin. He takes great delight in using his werewolf form to track and eliminate other giants. After subduing his prey, Tussentenner gloats over his victim, hurling insults primarily based on the victim's size relative to his own. When Tussentenner bores of bullying, which he quickly does, he executes the subdued giant and feasts on its corpse.

Jarl Tussentenner's uncontrollable rage when disrespected or confronted with the presence of a fellow giant, combined with his limited intelligence and self-restraint, means savvy adventurers may find the jarl easy to manipulate. Those who show the giant werewolf excessive respect or aid in killing or repelling giants from his territory are likely to survive their encounter with the jarl. Despite that, nothing can truly engender generosity from Jarl Tussentenner. He is simply too self-centered and shortsighted to see the benefits of showing others the respect he so badly craves.

JARL TUSSENTENNER'S TACTICS

No well-adjusted, intelligent creature would ever mistake Jarl Tussentenner for a good leader. He is lazy, gluttonous, and easily flies into a rage. Though Tussentenner professes a desire to take his Tussenstomm hunting for new flesh, as game has grown scarce in his region, he's spent months lazing about his lair, eating rotten hill giant corpses and the remains of the few adventurers who have come to threaten him. Jarl Tussentenner enjoys plotting future conquests, but he's much too indolent to execute them.

When intruders enter his village, if they aren't giants, Jarl Tussentenner prefers to let his tribe deal with them. If his Tussenstomm isn't capable of handling the adversaries, he loudly announces his intention to protect the tribe and joins the fight. Tussentenner sees every fight as an opportunity to prove he's a legitimate giant. For this reason, it's easy to provoke him into overextending himself or committing to an attack even when he is at a serious disadvantage. The jarl would never consider surrendering or pleading for his life when dealing with an opponent smaller than him. In that circumstance, he always fights to the death.

OVERSIZED LYCANTHROPY

It is considered next to impossible for a non-humanoid creature to fall victim to the moon's curse, but Tussentenner's existence is evidence that fate can sometimes be fickle.

Only a lycanthrope of considerable potency would be able to transfer the curse to a creature as hearty as a hill giant. The dire wolf that bit Tussentenner was one of great lycanthropic power, perhaps even the progenitor of a long line of werewolves.

The strange circumstances that have allowed Tussentenner to become a werewolf have also granted him the means to pass lycanthropy on to other giants, although the likelihood is considerably reduced compared to infecting humanoids. Should a giant be hit by Tussentenner's Bite attack and fail the Constitution save, there is a 10% chance the giant will contract werewolf lycanthropy.

Tussentenner's habit of attacking without strategizing—and outright killing anyone he gets into a fight with—means that he has sired very few lycanthropes himself. Should he ever realize he can create more willing servants, his forces might begin to grow exponentially.



JARL TUSSENTENNER'S TRAITS

Ideal. “As long as I live, all giants will suffer for how I was treated by my former tribe.”

Bond. “As jarl, attending to the strength of the tribe is my responsibility...when I’m not busy eating, resting, or eating.”

Flaw. “When I’m not shown respect, I respond with overwhelming violence.”

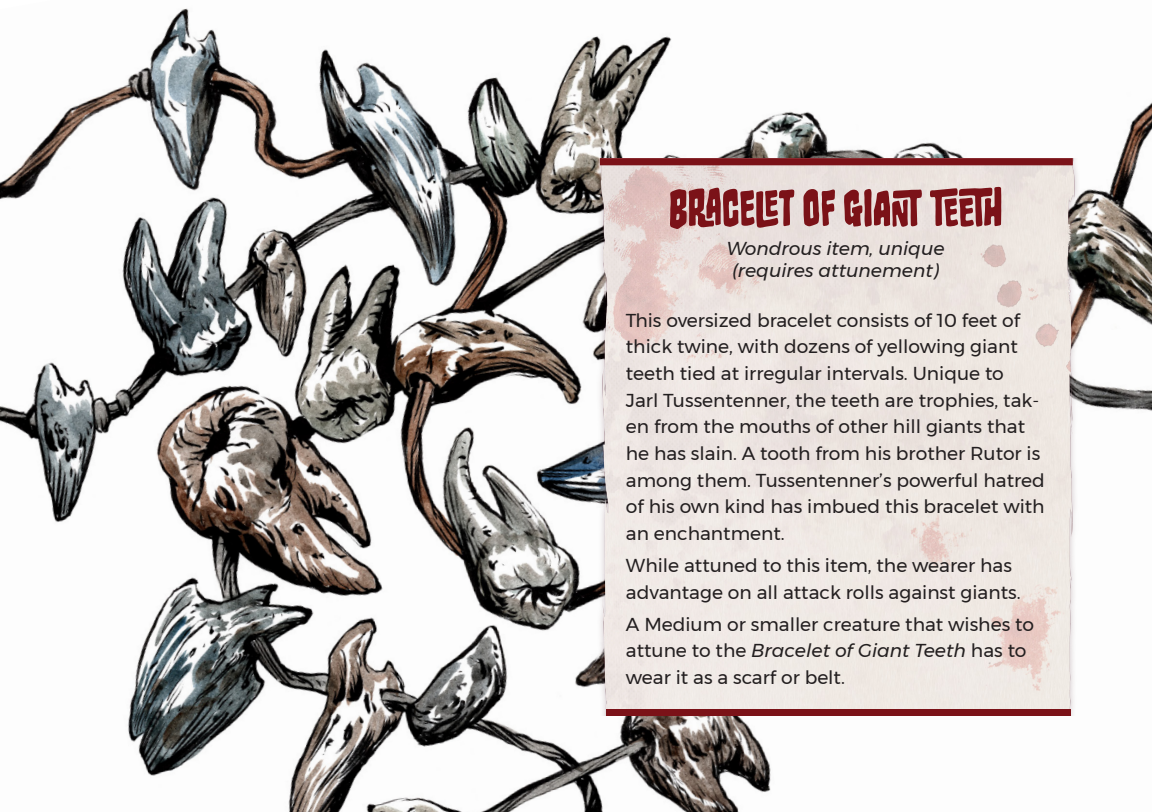
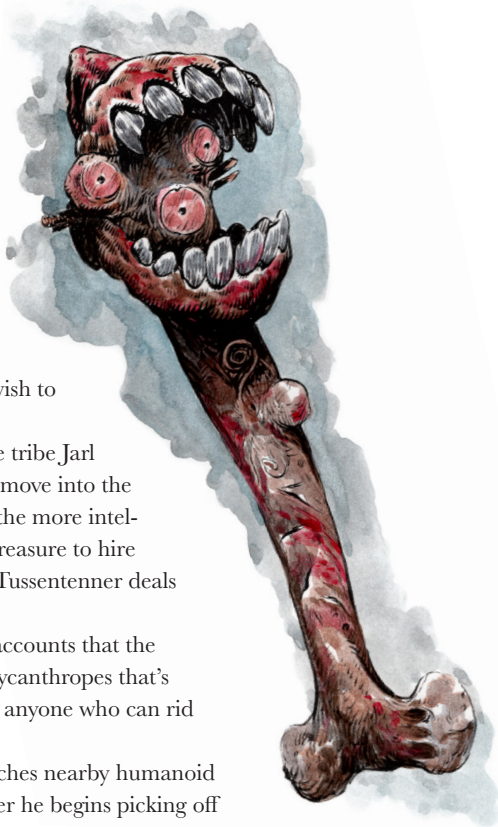
ADVENTURE HOOKS

Consider introducing the following scenarios if you wish to include Jarl Tussentenner in your campaign.

Against the Giants. In the power vacuum left by the tribe Jarl Tussentenner destroyed, two nearby tribes of hill giants move into the region and attempt to claim it for themselves. A few of the more intelligent Tussenstomm members scrape together enough treasure to hire adventurers to rebuke one of the hill giant tribes while Tussentenner deals with the other.

Unlikeable Lycanthropes. A local monarch hears accounts that the countryside has recently become infested by a tribe of lycanthropes that’s growing larger by the day. They offer land and a title to anyone who can rid the region of the shapechangers.

With the Giants. A small tribe of stone giants beseeches nearby humanoid settlements for aid in dealing with Jarl Tussentenner after he begins picking off members of their tribe one by one.



BRACELET OF GIANT TEETH

*Wondrous item, unique
(requires attunement)*

This oversized bracelet consists of 10 feet of thick twine, with dozens of yellowing giant teeth tied at irregular intervals. Unique to Jarl Tussentenner, the teeth are trophies, taken from the mouths of other hill giants that he has slain. A tooth from his brother Rutor is among them. Tussentenner’s powerful hatred of his own kind has imbued this bracelet with an enchantment.

While attuned to this item, the wearer has advantage on all attack rolls against giants.

A Medium or smaller creature that wishes to attune to the *Bracelet of Giant Teeth* has to wear it as a scarf or belt.

THE JARL'S STOMPING GROUND

Tussentenner has established a lair for his Tussenstomm in the ruins of his old hill giant village. While the buildings are larger than most of his lycanthrope tribe needs, they are also in much better repair now that they are tended by creatures more intelligent than the average hill giant. When Jarl Tussentenner slew his old tribe, he discarded their bones on the ground as he cannibalized them. They remain strewn about the village, a gruesome reminder of the depths of Tussentenner's hatred for his own kind.

LAIR ACTIONS

Tussentenner rules his followers with fear, and his uncanny ability to sway them gives him access to lair actions while in his village. On initiative count 20 (losing initiative ties), Jarl Tussentenner can take a lair action to cause one of the following effects. He can't use the same effect two rounds in a row:

- Jarl Tussentenner howls, and his Tussenstomm howls back. Each creature who is not deafened and is within 60 feet of Jarl Tussentenner must succeed on a DC 12 Wisdom saving throw or be frightened of him until the end of their next turn.
- Jarl Tussentenner commands one of his lycanthropes to join the fight. The lycanthrope appears within 30 feet of Jarl Tussentenner, from a previously hidden position, and takes its turn on the same initiative count as Jarl Tussentenner. This lycanthrope uses the statistics of a **werewolf**.
- At the seat of his power, those infected with lycanthropy find Jarl Tussentenner's commands hard to ignore. Each lycanthrope who is not deafened and is within 60 feet of Jarl Tussentenner must make a DC 14 Wisdom saving throw. On a failure, affected creatures must obey Jarl Tussentenner as if he had targeted them with the *command* spell and they had failed the saving throw.

REGIONAL EFFECTS

The region surrounding Jarl Tussentenner's lair is transformed by his powerful lycanthropy and the ravages of his Tussenstomm, which creates one or more of the following effects:

- Creatures within 1 mile of the jarl's lair have disadvantage on saving throws against contracting lycanthropy.
- Due to an increased number of hungry lycanthropes, game animals are scarce. Finding something suitable to hunt within 1 mile of the jarl's lair requires a successful DC 20 Wisdom (Survival) check. What wild animals do remain within 5 miles of the jarl's lair are unusually aggressive, attacking even when they have recently fed and fighting to the death rather than fleeing a losing fight.
- The beasts of the region carry word to Jarl Tussentenner when his hated kin draw near. He knows the direction and distance of all giants within 5 miles of his lair.

If Jarl Tussentenner dies, the regional effect making game animals scarce and more aggressive ends in 2d12 months, but the other regional effects fade immediately.



JARL TUSSENTENNER

VENGEFUL LYCANTHROPIC HILL GIANT

Huge giant (giant, shapechanger), chaotic evil

Armor Class	13 (natural armor) in giant form, 14 (natural armor) in wolf or hybrid form
Hit Points	126 (12d12 + 48)
Speed	40 ft. (50 ft. in dire wolf form)

STR	DEX	CON	INT	WIS	CHA
20 (+5)	8 (-1)	19 (+4)	7 (-2)	8 (-1)	7 (-2)

Saving Throws Con +7

Skills Animal Handling +5, Athletics +8, Intimidation +4, Perception +2

Damage Resistances bludgeoning, piercing, and slashing damage from nonmagical weapons that aren't silvered

Senses passive Perception 12

Languages Common, Giant (can't speak in wolf form)

Challenge 8 (3,900 XP)

Special Equipment. Jarl Tussentenner has a *Bracelet of Giant Teeth* wrapped around his right arm. This magic item, unique to Tussentenner, provides him with advantage on all attack rolls against other giants.

Hatred of Giants. When Jarl Tussentenner deals damage with a weapon attack against a giant, he deals an additional 5 (1d10) damage.

Keen Hearing and Smell. Jarl Tussentenner has advantage on Wisdom (Perception) checks that rely on hearing or smell.

Legendary Resistance (1/Day). If Jarl Tussentenner fails a saving throw, he can choose to succeed instead.

Regeneration. Jarl Tussentenner regains 5 hit points at the start of his turn. If he has taken damage from a silvered weapon, this trait doesn't function at the start of his next turn. Jarl Tussentenner dies only if he starts his turn with 0 hit points and doesn't regenerate.

Shapechanger. Jarl Tussentenner can use his action to polymorph into a wolf-giant hybrid, a Huge dire wolf, or back into his true form, which is giant. His statistics, other than his AC, are the same in each form. Any equipment he is wearing or carrying isn't transformed. Jarl Tussentenner reverts to his true form if he dies.

ACTIONS

Multiattack (Giant or Hybrid Form Only). Jarl Tussentenner makes one Bite and one Claws attack if in hybrid form, or two Greatclub attacks if in giant form.

Bite (Dire Wolf or Hybrid Form Only). *Melee Weapon Attack:* +8 to hit, reach 10 ft., one target.

Hit: 16 (2d10 + 5) piercing damage. If the target is a humanoid, it must succeed on a DC 15 Constitution saving throw or be cursed with werewolf lycanthropy. A giant that is hit by this attack must also make the Constitution saving throw but only has a 10% chance of actually becoming cursed on a failure.

Claws (Hybrid Form Only). *Melee Weapon Attack:* +8 to hit, reach 10 ft., one target.

Hit: 14 (2d8 + 5) slashing damage.

Greatclub (Giant or Hybrid Form Only). *Melee Weapon Attack:* +8 to hit, reach 10 ft., one target.

Hit: 18 (3d8 + 5) bludgeoning damage.

Rock (Giant or Hybrid Form Only). *Ranged Weapon Attack:* +8 to hit, range 60/240 ft., one target.

Hit: 21 (3d10 + 5) bludgeoning damage.

LEGENDARY ACTIONS

Jarl Tussentenner can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. Tussentenner regains spent legendary actions at the start of his turn.

Bite (Dire Wolf or Hybrid Form Only).

Jarl Tussentenner makes one Bite attack.

Change Shape. Jarl Tussentenner polymorphs into a wolf-giant hybrid, a Huge dire wolf, or back into his true form, which is giant.

Move. Jarl Tussentenner moves up to his speed without provoking opportunity attacks.



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